

STAR WARS®

ROLEPLAYING GAME

Galactic Gazetteer

Hoth and the Greater Javin

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"You have any idea how to fly this contraption, sa kasik?"

"Who you calling 'old,' pal?"

The gold-skinned Nothoiin showed his palms in a gesture of peace. "Just stating the obvious."

Solomahal harrumphed and turned back to the YV-888's controls. "Don't you worry 'bout my piloting. We'll be outta here 'fore First Dawn."

"And where exactly are we going?"

"You said you needed to get away; I'm taking you away. Far away."

The Nothoiin narrowed his eyes and cast a cold look at the old Lutrillian scout. "How far?"

"Back to the Javin."

"Are you crazy? That's the first place they'd look—"

"—for a Nothoiin? Let 'em try. Imperials can't tell your people apart, Covah. It's the best place for you to go."

"But I can't go home."

"Don't worry, there are plenty of places to hide out. You don't have to go planetside."

"What'd you have in mind?"

The thrusters of the Corellian freighter kicked up the Mos Espa sand in the warm pre-dawn glow, and Solomahal guided her gently over the squat desert buildings. "Maybe the Mataou fuel station . . . they'd never look for you there. Or Hoth, if you—"

"No thanks."

Solomahal smiled. "Pull up the charts and pick one, then. Like I said, the Javin's got plenty of places to hide . . ."

Hoth. Bespin. Key worlds in galactic affairs, they nonetheless reside in a relatively backwater region of space, known collectively as the Greater Javin. Long a haven for smugglers, pirates, and those looking to avoid any entanglements (Imperial or otherwise), this region boasts scores of exacting locations, is home to a number of sentient species, and offers worlds of every clime for the ready traveler.

You're about to explore a region of space that runs the gamut from Echo Base's frozen corridors to Darlyn Boda's seedy alleys to the secluded Anoat System (where there's more than a certain princess thought). Welcome to the Greater Javin!

The Far End of the Spine

As with all of the great star lanes, no single date marks the founding of the Corellian Trade Spine. Generations of spacers forged the individual links between star systems that make up the Spine, seeking efficient hyperspace routes between civilized systems, or sometimes between a familiar system and an unknown star winking in the darkness a few light years away.

The history of much of the Spine, however, is measured in mere centuries. Large portions of the “outer” Spine—defined as that portion lying Rimward of the intersection with the Rimma Trade Route at Yag'Dhul—have been heavily traveled for only a few hundred years. Not every world along that portion of the Spine is a new discovery; spacers have visited a handful of them for millennia. But until the Spine opened, such worlds could be reached only by roundabout routes, or by secret star lanes known only to a few.

The outer Spine has always been relatively independent from the galaxy's central authority. The region has long been divided into sectors, of course, and many a pirate has found to his regret that battle fleets move swiftly from the Core to the Rim. But those who make their living along the outer precincts of the Spine have always been much more concerned with local politics than galactic issues. The Alliance did eventually make its way to the outer Spine, establishing one of its principal bases on an ice world a few hours off the great route. The discovery and fall of the Hoth Rebel base marked one of the darkest episodes for the Rebellion during the Galactic Civil War.

The Javin Sector

A thousand years ago—a mere heartbeat in the history of the galaxy—the light years beyond the Republic outpost on the planet Javin at the edge of the Mid Rim were considered part of Wild Space, imperfectly surveyed and visited only by scouts and the most daring traders. Javin itself fell within Mugaari Space, a semi-independent pocket of eleven star systems ruled for millennia by gray-skinned humanoids suspicious of the Republic.

While the Spine formally ended at Javin, brave traders pushed on across the frontier to the outer Mugaari worlds of Aztubek, High Chunah, and sometimes beyond. The traders were lured by the relative nearness of a pair of other alien civilizations—Lutrillia and Nothoiin—that had traded with the Republic off and on for centuries. But Lutrillia and Nothoiin could only be reached by taking expensive, roundabout routes and giving up an unhealthy share of any profits to the Mugaari. Despite the efforts of countless hyperspace explorers, the dream of a shorter route remained unfulfilled.

The chief impediment to navigation were the Twin Nebulae, vast clouds of glittering gas and dust left over from the explosion of a star eons ago. (The star itself has decayed into a black dwarf surrounded by highly ionized, radioactive green gas known locally as “the Ring.”) The Twin Nebulae is properly a single irregular nebula, whose two halves—dubbed Kiax and Ivax after two ancient Corellian trickster gods—hamper navigation between the

Spine and Lutrillia (Kiax, the spinward half of the nebula) and Nothoiin (Ivax, the trailing half).

Following a brief and one-sided war between the Republic and the Mugaari, Republic cartographers established the sprawling Javin Sector in the Outer Rim. Republic traders, staging from a host of newly settled worlds (including Mexeluine, Gerrenthum, Indellian, Bendeluum, Ione, Darlyn Boda, Orn Kios, and Isde Naha), continued to plumb the Twin Nebulae for a shortcut, but it was centuries before Lord Ecclessis Figg succeeded where so many had failed.

The Twin Nebulae Sectors (Yarith and Anoat)

Figg's scout ships launched from Gerrenthum and probed the unexplored space on either side of the Spine, blazing star lanes straight through the Twin Nebulae to Lutrillia and Nothoiin. The Lutrillian Cross through Kiax connected the Spine with the existing route between Lutrillia and the Mid Rim, while the Nothoiin Corridor through Ivax linked the Spine with the Eriadu Way, an older trade route (now considered part of the Hydian Way) running thousands of light years to the Rimma. Gerrenthum, now located at the nexus of three profitable trade routes, grew from a sleepy Rimworld to a bustling planet with dozens of thriving spaceports; its neighbors Kirtarkin, Mexeluine, Indellian, and Bendeluum followed suit.

Figg scouts ensured even more monies would flow into the Twin Nebulae region when they blazed new routes

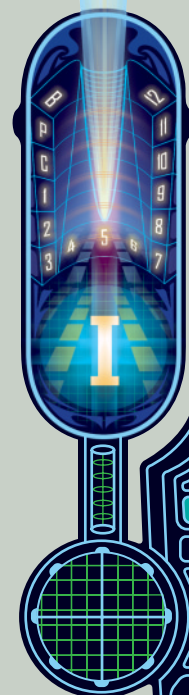


ECCLESSIS FIGG

Lord Ecclessis Figg is a footnote at best to historians in the Core, but in the Spine's Rimward precincts, he remains a legend nearly four centuries after his death. Figg spent his youth working odd jobs along the Spine, dreaming of founding a company of surveyors and traders that would open up the star systems off the Spine's outer precincts. Figg's big break came during a stint as a steward on a Spine luxury liner, when he saved the life of a lesser noble from Alderaan. The two married, and the new Lady Figg, Yarith, devoted her private fortune to Ecclessis' Outer Javin Company. From his adopted home on the outpost world of Gerrenthum, the self-styled “Master Trader of the Outer Javin” sent scout ships into the soup known as the Twin Nebulae and miraculously opened new hyperspace shortcuts to Lutrillia and Nothoiin.

The resulting economic boom made Figg almost unimaginably rich and turned the Twin Nebulae region into an economic powerhouse. Aware that strife between the natives would hurt trade and bring unwanted attention from the Republic, Figg ensured that both the Lutrillians and the Nothoiin benefited from the opening of the region. He also became a familiar face on Coruscant and a key benefactor of powerful senators. Figg created the Cloud City mining outpost/casino on Bespin and lived long enough to see the Anoat sector established in the outer Javin.

Today, Lord Figg's descendants still command a vast income from their holdings in the Outer Javin Company (and its privately held corporate cousin, Figg & Associates).



around the Kiax to Lutrillia and back across uncharted reaches of what had been Mugaari Space to the Mid Rim. Decades later, Figg capped his legacy with two fresh triumphs: a new Rimward route to Lutrillia from Darlyn Boda, and a trade route connecting the Nothoiin Corridor with the Spine at Isde Naha that opened up the backwaters of the Javin Sector.

In the last year of his life, Lord Figg presided over a ceremony on Gerrenthum that marked the establishment of a new sector in what had been the outer reaches of the Javin Sector. Figg backed the name “Ecclessis” for the territory, but Core bureaucrats dubbed the sector Anoat after an ancient surveying note.

Generations later, the Republic split the Anoat Sector in two in order to check ambitions in the Twin Nebulae region. The powerful Figg heirs failed to thwart the move, but they did get some long-overdue respect: the new sector received the name Yarith, after Lord Figg’s wife.

The Ison Corridor

A sidetrack to the Corellian Trade Spine, the Ison Corridor contains just five systems—Varonat, Bespin, Anoat, Hoth, and Ison. For much of its history, this mini-route and its worlds have offered a distorted mirror of the systems along the nearby Spine: obscure and without potential, where its neighbors were well traveled and intriguing.

For centuries, the Ison possessed only one real commodity, namely the labor provided by the short, piglike Ugnaughts native to Gentes in the Anoat system, who suffered cruelly under the depredations of slavers. Elsewhere, one could find even less of interest. Varonat’s

lone habitable world turned out to have poor soil; Bespin offered no surface for a colony to take root; Hoth’s key features were a frozen world and a spectacularly dangerous asteroid belt; and Ison itself had no proper planets at all. Hoth and Varonat were used now and again as pirate nests, and both worlds occasionally saw visits from poachers hunting wampas and Morodin. But for the most part, on the rare occasions when anyone spoke of the Ison Corridor, it was with a sneer of disgust. Scouts saw it as a dead end that had refused to yield a jumping-off point to the Lutrillian systems, while the Javin Sector authorities grudgingly sent warships to clean out Hoth and Varonat’s smugglers every generation or so.

At first, it seemed the Ison would resist even Ecclessis Figg’s magic touch. But Bespin’s rose-colored clouds entranced Lord Figg. After years of study, one of Figg’s survey teams made a crucial discovery: Bespin’s atmosphere boasted great quantities of valuable Tibanna gas. What’s more, Bespin’s ecosystem produced Tibanna gas in “spin-sealed” form, a rare prize for arms manufacturers who would pay a fortune to use it in their blaster weapons. Eventually, the Tibanna economy led to the construction of Cloud City and a new asset for the Ison: tourism.

Hoth

Anchored by a small, blue-white sun, the Hoth system consists of six planets and a wildly erratic asteroid field. The first five worlds are barren, inhabitable balls of rock that have yielded minimal mineral prospects.

The Asteroid Field

The wide Hoth Asteroid Field, the remains of what were once the system’s outer planets, is a maelstrom of flying rock and debris. Prospectors chance its hazards from time to time, in hopes of finding mineral deposits there.

During the Rise of the Empire, the noted Mugaari pirate Icanis Tsur and his crew of 30 were lost in the field aboard the *80-Vag*. For years, the *Vag*’s wreckage swirled among the asteroids, pilfered by Squib teams and rogue scavengers (many of whom were destroyed in the process, thereby contributing to the flotsam they were attempting to retrieve). The asteroid field is also suspected to have housed a number of major pirate strongholds over the decades, including that of the notorious pirate Clabburn, scourge of the Anoat system. Rumors abound of treasure and pirate lairs hidden deep within the field.

Hoth: The Cold Facts

Though devoid of any true permanent settlements, the sixth planet of the Hoth system has had a storied history in galactic affairs. For centuries, the frozen world has served as a base for transient smugglers, fugitives, and other unsavory types of the Republic’s and Empire’s underbelly. The world’s brutal climate, remote location, and frequent meteor showers make detection nearly impossible, and therefore a perfect hideaway. Outlaw techs converted the massive caverns into their chopdens and docking bays, spice runners braved the perils of the equatorial rifts for lummi-spice, and—perhaps most important of all—the frozen plains of the northern hemisphere housed Echo Base, the Rebels’

THE HOTH SYSTEM

Star: Hoth (blue)

Orbital Bodies: 6 plus asteroid field

Name	Type	Moons	Known Settlements
Shron	Volcanic	0	None
Biosh	Barren rock	0	None
Nushk	Methane oceans	4	None
Jhas	Gas giant	24	None
Ordaj	Gas giant	17	None known; possible pirate base on moon (Ordaj Besh)
Hoth	Terrestrial	3	Echo Base (Rebellion Era); various pirate and smuggler hideouts during other eras

THE PLANET HOTH

Type: Terrestrial; **Temperature:** Frozen; **Atmosphere:** Type I (breathable for Humans); **Gravity:** Standard; **Terrain:** Ice caves, frozen plains, mountain ranges; **Length of Day:** 23 standard hours; **Length of Year:** 549 local days; **Sentient Species:** Varies; **Starports:** Limited Services (number varies); **Population:** Varies, no permanent population; **Planet Function:** Rebel base, smuggler/pirate hideout; **Government:** None; **Tech Level:** Space (when occupied); **Major Exports:** None; **Major Imports:** None.

temporary headquarters after the Battle of Yavin. Hoth's tenure as the Rebellion's headquarters guaranteed the world's place in history datatexts, as the crucial Battle of Hoth nearly crippled the Alliance.

The entire world is covered in ice, with an average daily high of approximately -30 degrees standard, and night lows of -60 degrees common. The northern hemisphere consists primarily of rocky subsurface with some exposed terrain, and a great deal of terrain depressed by several hundred meters of ice shelves and massive snowdrifts. Still tectonically active, the world is littered by steam vents and patches of rocks and minerals spewed forth from the bowels of roiling magma fields. Several ranges of knife ridges cut across the vast ice plains.

At the equator runs a deep fissure that averages between 10 and 100 meters in width, and runs several hundred meters deep. At the base of the fissure is an ever-changing and unstable network of steam-blown caverns and slick, glacially depressed platforms large enough to berth a handful of light freighters. Those who know of the vaunted equatorial rift of the world do not regard it for its ice formations, but rather its valuable cache of lumni-spice. A number of pirates have attempted to harvest significant shipments of the spice, and have largely met with failure. Perhaps best documented was the Human pirate Raskar's attempt to profit from the lumni-spice, only to be foiled by the rift's indigenous predators.

In the southern hemisphere floats a massive ocean "contained" beneath the planet's enormous ice sheets. Though they cause nowhere near the tidal pull of Yag'Dhul's moons, Hoth's three nameless satellites cause fissures in the ice sheets that allow great geysers of warmer salt water to shoot into the Hoth air. The intense cold of Hoth's air temperature freezes the jets, and the water forms into huge ice spires and arches. The phenomenon causes primitive ocean-dwelling algae to be caught in these tall columns. A species of annelids simply known as ice worms carve their way through the ice to feed on the algae, and the worms' paths are marked by oddly shaped holes and microtunnels.

Why Hoth?

As Han Solo once said, there isn't enough life on Hoth to fill a star cruiser. It's a cold, dangerous world, crippling to both men and machinery, and officially devoid of Human settlement.

Those conditions made for a perfect Rebel hideout. After the destruction of the first Death Star, the Alliance sorely needed a new world from which to coordinate its efforts. A number of capable Rebel operatives, Luke Skywalker among them, were dispatched to locate possible sites for the new HQ base while the Alliance evacuated the Yavin temples and other prominent outposts such as Thila. Naturally, it was the fledgling Jedi who discovered the world that would ultimately house Echo Base.

While patrolling the Outer Rim for possible sites, Skywalker and his protocol droid C-3PO were forced to maneuver into the slipstream of a hypercomet in order to escape a group of Imperial TIE fighters and the fighters' support ships. Though the pair survived the bold move, they crash-landed on Hoth. Both he and his droid were ill

prepared for the unrelenting cold. The young Rebel's flight suit, though designed to protect against limited environmental exposure, was little help in combating the planet's nighttime temperature.

Fortunately, young Frija Turlock rescued both Skywalker and C-3PO from certain doom and led them back to the fortress she shared with her father, Imperial Governor Turlock of Corulag. While Frija was intent on keeping Luke alive and the droid functioning, her father had every intention of keeping his and his daughter's location a secret, and to that end wanted Skywalker left for dead and the droid dismantled.

Frija and Luke were able to subdue the elder Turlock, and ultimately the two succeeded in cobbling together a rudimentary communicator so that Skywalker could contact the Alliance and arrange for transport off the world. As it turns out, both Frija and Governor Turlock were impostors—droids sent to Hoth by the genuine Governor Turlock as a decoy to foil Rebel or Imperial attempts on his life. (Given young Skywalker's undeveloped Force skills at the time of the encounter, it seems likely that he was unable to sense that the two were not living beings. An older *Master* Skywalker would never have been so easily duped. The Turlock droids are believed by some to have been designed for the governor by Massad Thrumble, the infamous droid designer also believed to have developed the Black Sun enforcer Guri. Such claims have not been confirmed.)

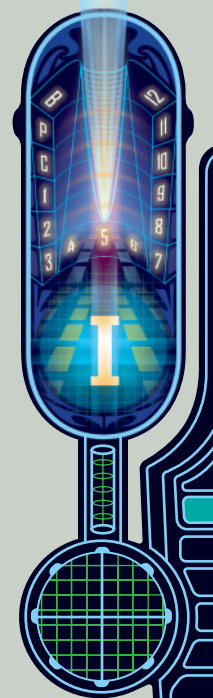
The Ison Corridor's obscurity and Hoth's inhospitable climes turned Skywalker's accident into a terrific find: The Alliance liked what they saw. Hoth lay extraordinarily close to a well-traveled trade route, allowing Rebel ships easy access to the rest of the galaxy, yet it was so rarely visited that some charts omitted its name altogether. Furthermore, the system had a history of periodic use by smugglers and schemers—another attribute of the world of which Captain Solo had knowledge. Unless a patrol stumbled across an entire Alliance battlegroup, stray Rebel ships observed near Hoth would probably be dismissed as motley pirates who'd soon be moving along. Much the same was true of the Ison Corridor—Bespin was the only common destination on it, but it was almost invariably reached from the Spine. Using the Ison Corridor, in fact, added days of travel time to any journey.

The Alliance settled in on Hoth, and if not for exceptionally bad luck, the mobilization of a vast battle fleet sent to find them, and the uncanny intuition of Lord Vader, the base might never have been found.

Echo Base

The Alliance had agonized over where to establish the next major base and whom to put in charge, but once Hoth was agreed upon and Carlist Rieekan given command, the entire process was rather quick. Working with Hoth's extant topography, the Alliance of Corps of Engineers, led by Major Monnon, located the remains of facilities once used by the Mon Calamari pirate Salmakk. There, they worked with the natural network of caves by excavating and expanding the ice and snow with laser cutters and heavy materials such as gravitonic lifters and massdroids.

The base proper was buried in a primeval glacial floe, with a cutting-edge command center, full medical bay, and



two primary hangars accessible through north and south entrances. Complemented by an energy shield and accompanying power generator and protected by an awesomely powerful KDY v-150 "Planet Defender" anti-orbital ion cannon, the base was—despite all its contents and value—designed to be evacuated on a moment's notice.

At its peak, Echo Base was staffed by approximately 8,000 Alliance personnel, with sometimes half that number consisting of Rebel SpecForce troops assigned to the base's defense. Also stationed at Echo Base were a number of the Alliance's most valuable personnel, including Princess Leia, Skywalker, Solo, Chiffonage, and Antilles.

Most of those assigned to ground or scout patrol were commonly cycled through the various outposts, or "Echo Stations." While X-wing and patrol pilots usually converged at the south slope's landing zones, the Echo Station soldiers were posted along the narrow valley that cut north from the base between the two local mountain ranges. Positioned amid trenches and antivehicle and antipersonnel weapons emplacements, they were the troops charged with defending Echo Base from a ground assault, and therefore suffered the greatest losses during the Battle of Hoth.

Creatures of Hoth

Notable native creatures on the ice planet include the savage wampas, the malodorous tauntauns, and the scavenging ice scabblers.

Wampa

Fearsome, thick-furred beasts, wampas are fierce predators that feed on tauntauns and other creatures of the iceswept Hoth plains. Nearly 3 meters tall, the powerful monsters possess razor-sharp claws and a crushing jaw full of ragged, brutal fangs. A wampa is known to have nearly killed Lieutenant Commander Skywalker on Hoth, and a number of the beasts ransacked parts of Echo Base in the days before the Imperial attack.

Wampa: Arctic predator 3; Init +0; Defense 19 (+10 natural, -1 size); Spd 10 m; VP/WP 28/20; Atk +6 melee (2d4+4, 2 claws) and +1 melee (2d6+2, bite) or +2 ranged; SQ Camouflage (+2 species bonus on Hide checks in snowy conditions), +4 species bonus on Survival checks; SV Fort +8, Ref +3, Will +1, SZ L; Face/Reach 2 m by 2 m/4 m; Str 19, Dex 10, Con 20, Int 6, Wis 10, Cha 12. Challenge Code: C.

Skills: Hide +4, Listen +4, Move Silently +4, Survival +6.

Feats: Power Attack, Track.

Tauntaun

Omnivorous and foul-smelling, the tauntauns proved a great tool to Alliance patrols when the brutal Hoth cold wreaked havoc on Rebel T-47 speeder drives. Encouraged by the success Rebel patrols on various other worlds had recorded with pack animals such as the Cracian thumper, the Rebels worked quickly to domesticate a number of the ornery tauntauns for use as mounts.

Though often ill-tempered and rowdy in the presence of other tauntauns, the creatures are hardy and stable-footed.

Tauntaun, Adult Male: Arctic herd animal 2; Init +1 (Dex); Defense +17 (+7 natural, +1 Dex, -1 size); Spd 20 m; VP/WP 11/16; Atk +4 melee (1d4+6, claw) or +4 melee (1d6+6, bite) or +1 ranged; SQ +4 species bonus on Survival checks; SV Fort +6, Ref +1, Will -1, SZ L; Face/Reach 2 m by 4 m/2 m; Str 18; Dex 12, Con 16, Int 2, Wis 8, Cha 6. Challenge Code: B.

Skills: Listen +4, Spot +2, Survival +6.

Ice Scabbler

A small, scavenging vermin with exceptionally acute olfactory senses, the ice scabbler eventually becomes a nuisance to any sentient who spends much time on Hoth. The little creatures can sniff food out no matter how well the packages are sealed. During their relatively brief stay at Echo Base, Alliance staffers were constantly besieged by the pests, as the scabblers got into nearly every foodstore and storage bin on the base. A favorite snack of the terrible wampa, the tenacious little scavengers are believed to have been what caused the predators to converge on the Rebel base as they did.

Ice Scabbler: Arctic vermin 2; Init +4; Defense 16 (+2 size, +4 Dex); Spd 8 m, burrow 6 m; VP/WP 4/3; Atk +7 melee (1d3 bite) or +7 ranged; SQ Burrow, targeted olfactory sense, scent, +4 damage on bite attacks; SV Fort -3, Ref +7, Will +0; SZ T; Face/Reach 25 cm by 50 cm/15 cm; Str 2, Dex 18, Con 5, Int 2, Wis 10, Cha 2. Challenge Code: A.

Skills: Climb +5, Hide +6, Listen +5, Survival +4.

Outer-System Creatures

As with most asteroid fields, the two species documented in the Hoth field are the ubiquitous mynock and space slug. The legends of Clabburn maintain that the pirate kept huge space slugs as guard beasts, but aside from wild spacer legends and the claims of dubious sources (an Alderaanian princess notwithstanding), the reputed "900-meter monster" has yet to be documented.

Mynocks are also known to inhabit the wreckage of several skeleton ships on Hiroth Besh. The turbulent electricity-rock storms of the moon have prevented extensive hunts for

Hoth is just about the last place you'd expect to find a Mon Calamari smuggler better suited to coral reefs and kelp beds than frozen tundra and blizzard conditions. That was one of the reasons Salmakk made his base there for a time, as no law enforcement would think to look for him there. Given the number of CorSec, Imperial, CSA, and private agents looking for the Mon Cal pirate captain, Hoth was as good a place as any to lay low for a while.

Though he was maintaining a fairly low profile, Salmakk kept abreast of galactic events. His occasional forays into Imperial space kept him and his crew of nearly two dozen well fed and well informed. He learned of the price Jabba had put on Solo's head, the destruction of Alderaan, and of the Rebel victory at Yavin. Imagine his surprise when Solo himself appeared on Hoth a short time later!

After his encounter with the Rebels, Salmakk and his crew spent nearly two standard days digging themselves out of the cave-in the Solo and Skywalker created to trap them. Once free, he and his crew fled the Hoth system for good, but not the sector. Rumors abound that Salmakk is planning his most ambitious venture yet.

SALMAKK

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further life, but several probe-droid surveys have largely discounted the possibility.

Notable Greater Javin Worlds and Features

The planets most relevant to Greater Javin adventurers have been identified in uppercase on the sector map.

The Spine

Worlds of the Spine include Javin, Aztubek, High Chunah, Kirtarkin, Mexeluine, Gerrenthum, Indellian, Bendeluum, Zhanox, Ione, Mataou, Anantapar, Shuxl, Ertegas, Darlyn Boda, Orn Kios, Ozu, Isde Naha, and Togominda.

Javin

One of the eleven worlds inhabited by the Mugaari, Javin was once the most populous Mugaari world behind Mugaar itself. That changed with the arrival of Republic scouts many centuries ago, who made Javin the terminus of the Corellian Trade Spine and covered the world with mapping centers and supply depots. Eventually, the Trade Spine extended past Javin, and the world became an urbanized governmental hub. Most Mugaari left the planet following their species' brief war with the Republic, though they still make up a third of the population. During the Galactic Civil War, the planet became the only Imperial stronghold in the Greater Javin, and a space platform designated D-34 scrutinized all Spine traffic for military violations.

Type: Terrestrial; **Temperature:** Temperate; **Atmosphere:** Type I (breathable for Humans); **Gravity:** Standard; **Terrain:** Urban, desert, mountains; **Length of Day:** 25 standard hours; **Length of Year:** 310 local days; **Starports:** 1 stellar, 3 standard; **Population:** 1 billion Humans, 500 million Mugaari; **Planet Function:** Republic/Imperial governmental center; **Government:** Governorship; **Tech Level:** Space; **Major Exports:** Tech; **Major Imports:** Foodstuffs.

Aztubek

A wealthy but little-developed planet, Aztubek has many corporate complexes located in its snowy forest valleys but few permanent residents. Most workers shuttle in from Javin on week-long rotations.

High Chunah

Once an outlying Mugaari colony, High Chunah is now a profitable speeder-manufacturing planet. The rocks of High Chunah are phosphorescent, and glow pale green for up to six hours past sunset.

Kirtarkin

Kirtarkin is the customs world for the Twin Nebulae sectors. It is a smoky planet of machines and oil slicks that siphons billions of credits annually from import/export taxes. During the Empire's rule, the Imperial Star Destroyer *Desolator* staged from Kirtarkin on its patrols of the Greater Javin.

Type: Terrestrial; **Temperature:** Temperate; **Atmosphere:** Type II (breath mask suggested); **Gravity:**

Standard; **Terrain:** Polluted urban; **Length of Day:** 30 standard hours; **Length of Year:** 450 local days; **Starports:** 1 stellar, 2 standard; **Population:** 2 billion Humans, Lutrillians, Nothoiins, and Mugaari; **Planet Function:** Customs world; **Government:** Appointed councils; **Tech Level:** Space; **Major Exports:** Fuel, tech; **Major Imports:** Foodstuffs.

Mexeluine

Mexeluine got fat and happy off the money brought into the sector by Figg & Associates. It competes with Gerrenthum by offering cheaper starport rates.

Gerrenthum

Gerrenthum is a megaworld. This modern, mechanized planet sits at the fortuitous junction of the Nothoiin Corridor, the Corellian Trade Spine, and the Lutrillian Cross. Thousands of starships pass through Gerrenthum every hour—nav beacons outlining the flight corridors extend from the planet in luminous tentacles of white, yellow, and green. Gerrenthum is also the headquarters of the various Figg corporations, including Figg & Associates, Figg Excavations, and the Outer Javin Company. Security on the planet is tight, though the local police forces are all on the Figg payroll. Anyone with a friend in the Figg family can practically operate with impunity.

Type: Terrestrial; **Temperature:** Temperate; **Atmosphere:** Type I (breathable for Humans); **Gravity:** Standard; **Terrain:** Urban; **Length of Day:** 24 standard hours; **Length of Year:** 370 local days; **Starports:** 3 stellar, 8 standard; **Population:** 5 billion Humans, Lutrillians, Notions, and Mugaari; **Planet Function:** Trading world, corporate HQ; **Government:** Corporate; **Tech Level:** Space; **Major Exports:** Tech, labor; **Major Imports:** Tech, foodstuffs.

Indellian

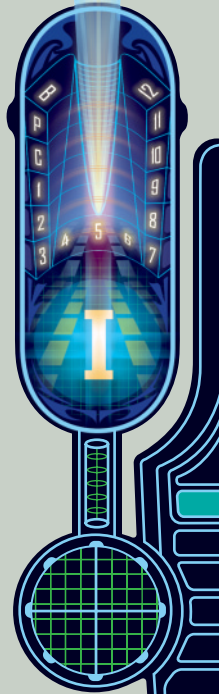
The low-gravity planetoid of Indellian sits on the Yarith side of the zigzagging Yarith/Ison border, which was intentionally drawn by the Republic in a meandering line to cut off neighboring worlds politically and minimize local power.

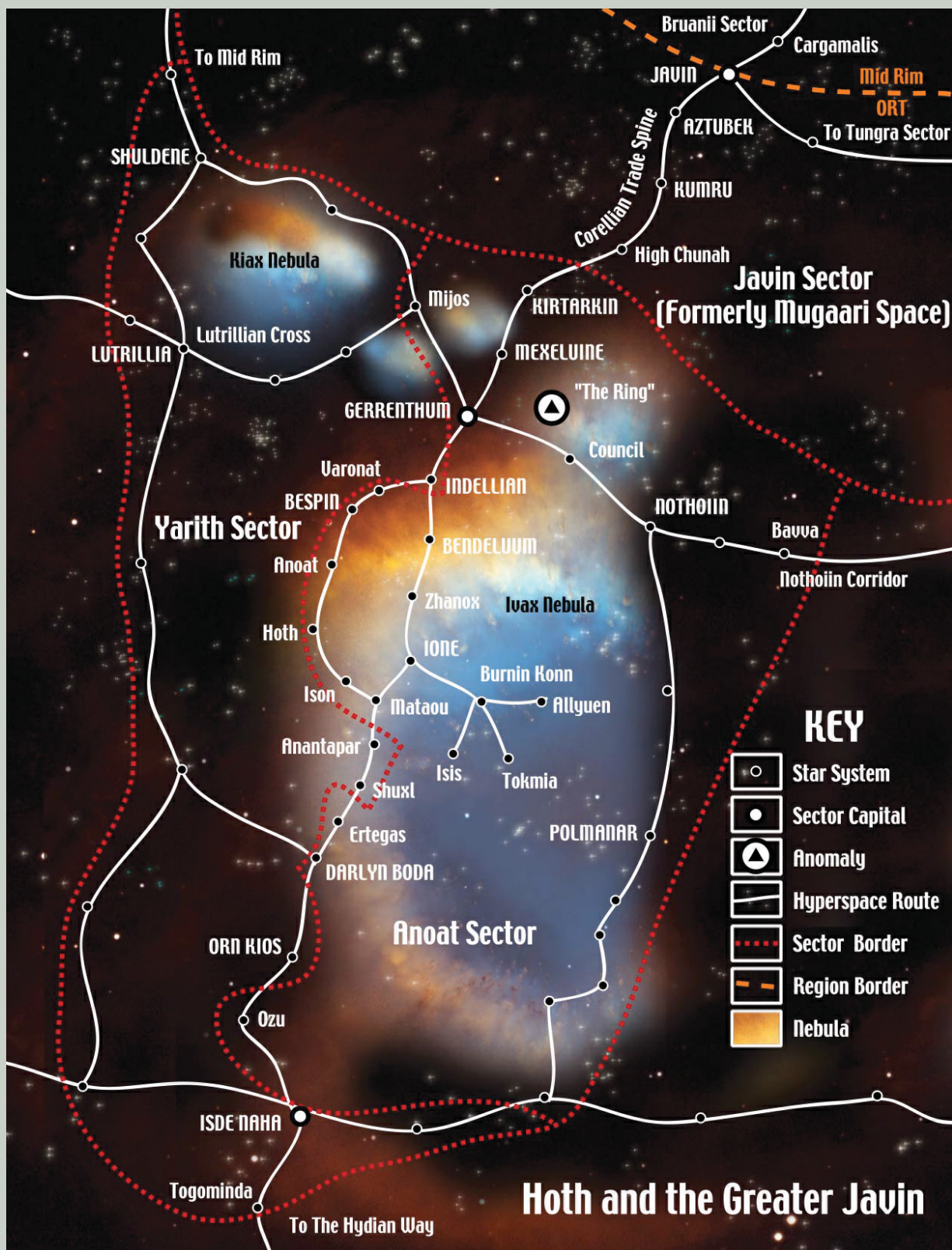
Bendeluum

In many respects a dialed-down version of Gerrenthum, Bendeluum's slightly less profitable trading markets allow lawlessness to fester in society's underbelly. Visitors need not fear for their lives on Bendeluum, but local crime syndicates—many of them Nothoiin in origin—have their fingers in every aspect of commerce.

Zhanox

The mining world of Zhanox resembles a pincushion, with stony spires covering every square kilometer of surface area. Human colonists have settled in the valleys, where toppled spires have created a floor of rubble. Zhanox's mines are overseen by Ugnaughts, and the planet is not often visited by ships from outside the Twin Nebulae.





Lone

Lone is a thriving spaceport world used by Figg Excavations as an entry point for mining operations throughout the Ivax Nebula. It is the sole link between the Spine and the Mining Worlds, and a once-secret hyperroute also connects Lone

with the former Rebel safeworld of Isis. Figg Excavations is part of the Mining Guild—though not a particularly loyal member—and represents the public face of the Figg conglomerate in this area. Lone has a mixed population of Humans, Ugnaughts, Lutrillians, and Nothoiins.

Type: Terrestrial; **Temperature:** Temperate; **Atmosphere:** Type I (breathable for Humans); **Gravity:** Standard; **Terrain:** Urban, seas, plateaus; **Length of Day:** 23 standard hours; **Length of Year:** 390 local days; **Starports:** 2 stellar, 3 standard; **Population:** 1 billion (mix of Humans, Lutrillians, Notions, and Ugnaughts); **Planet Function:** Mining headquarters; **Government:** Corporate; **Tech Level:** Space; **Major Exports:** Ores, gems; **Major Imports:** Tech, foodstuffs.

Mataou

Found throughout the Greater Javin, the ro hypa resembles a fat red snake with four black tentacles that work as legs. It is also one of the most venomous animals in the Rim. One bite transforms the victim's blood from liquid to gas, bringing about an agonizing and swift death. But ro hypa venom has medicinal value, and the ro hypa homeworld of Mataou supports a desert colony of snake milkers who boast that they are the toughest people in the galaxy. Mataou is also the Rimward jumping-off point for the Ison Corridor, and is chiefly used as a refueling point. Orbiting safely above Mataou's ferocious desert is a fuel station and a drydock.

Type: Terrestrial; **Temperature:** Hot; **Atmosphere:** Type I (breathable for Humans); **Gravity:** 110% Standard; **Terrain:** Desert; **Length of Day:** 20 standard hours; **Length of Year:** 440 local days; **Starports:** 1 standard; **Population:** 5,000 Humans; **Planet Function:** Venom-collecting colony; **Government:** None; **Tech Level:** Space; **Major Exports:** Ro hypa venom; **Major Imports:** Foodstuffs.

Anantapar

Located on the edge of the Yarith sector, tropical Anantapar has a primitive ecosystem that appears to be evolving around shellfish. The largest sea creature on the planet could fit inside a Human's palm.

Shuxl

The planetless Shuxl system doesn't even have asteroids—just rings of powder. A hyperspace nav buoy helps reorient ships traveling down the Spine.

Ertegas

Ertegas is an agriworld that is almost entirely automated. Some say the agri-droids took over long ago and that the resident Humans are masters of Ertegas only in name.

Darlyn Boda

A devil-may-care world at the juncture of the Trade Spine and the Rimward route to Lutrillia, Darlyn Boda is known for its tangled jungles, bubbling mud pots, and hanging clouds of steam. In Darlyn Boda, money is king and the law secondary, though violence is considered only a last resort for those who have failed the art of the deal. During the Galactic Civil War, agents representing the Rebellion, the Empire, Black Sun, and the Bounty Hunters Guild mingled freely on the planet, eyeing one another with mutual suspicion. Entrail-reading is a booming grassroots industry on Darlyn Boda. Those who present a freshly killed toccat to a

local haruspex will receive a prophetic reading that is highly specific and uncannily accurate.

Type: Terrestrial; **Temperature:** Hot; **Atmosphere:** Type I (breathable for Humans); **Gravity:** Standard; **Terrain:** Jungles, mud pits; **Length of Day:** 24 standard hours; **Length of Year:** 503 local days; **Starports:** 3 standard; **Population:** 200 million (mixed species); **Planet Function:** Criminal trading world; **Government:** None; **Tech Level:** Space; **Major Exports:** None; **Major Imports:** None.

Orn Kios

The settlements on Orn Kios are lightweight wood-and-canvas structures built atop colossal lily pads. The planet's residents support themselves through fishing.

Ozu

A quiet world of sustenance farmers, Ozu receives few visitors outside of those who frequent a small fuel station built on a mountaintop.

Isde Naha

Capital of the Yarith sector, the industrialized world of Isde Naha sits at a hyperspace intersection and has a heavy Figg presence in its finance and engineering sectors. Isde Naha is an extremely rigid, buttoned-up planet that exhibits zero tolerance for smugglers.

Togominda

Known for its salt geysers, Togominda is the last Greater Javin stopover for those venturing into the far Rim.

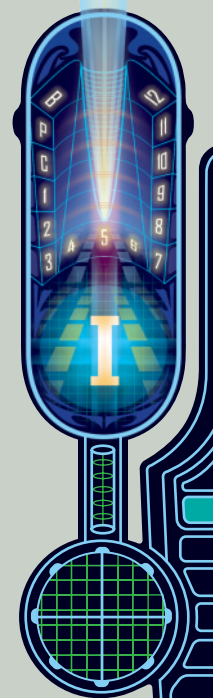
The Ison Corridor

Worlds of the Ison Corridor include Varonat, Bepin, Anoat, and Ison.

Varonat

Varonat is a jungle hothouse inhabited by Morodin, intelligent 15-meter lizard-slugs often mistaken for animals. It is believed that the Morodin brought themselves to the planet in the pre-Republic era aboard organic starships, and then lost the technology over the ensuing millennia. Two hundred and fifty years before the Galactic Civil War, Human colonists from Salliche came to Varonat and founded two settlements, Tropis-on-Varonat and Edgefields-on-Varonat, though neither community's population ever grew to more than a few thousand. After the Battle of Endor, a band of Krish came to harvest aleudrupe berries, realizing the fermented juice could be used to power blaster weapons. They started a Morodin-hunting safari to cover their operation, but the smuggler Talon Karde left it in ruins a few years later.

Type: Terrestrial; **Temperature:** Warm; **Atmosphere:** Type I (breathable for Humans); **Gravity:** 95% standard; **Terrain:** Jungles, mountains; **Length of Day:** 24 standard hours; **Length of Year:** 400 local days; **Starports:** 1 standard; **Population:** 50,000 Morodins, 3,000 Humans, assorted Krish; **Planet Function:** Agricultural colony; **Government:** None; **Tech Level:** Space; **Major Exports:** Aleudrupe berries; **Major Imports:** None.



Bespin

In gambling circles, Bespin is the best-known planet in the Greater Javin. Despite its location on the rarely traveled Ison Corridor, Bespin can also be reached via a short hyperjump directly off the Trade Spine. (For more on Bespin, see the *Star Wars Roleplaying Game* accessory *Geonosis and the Outer Rim Worlds*.)

Type: Gas giant; **Temperature:** Temperate; **Atmosphere:** Type I (breathable for Humans) at proper altitude; **Gravity:** Standard; **Terrain:** Clouds; **Length of Day:** 12 standard hours; **Length of Year:** 10,220 local days; **Starports:** 1 standard; **Population:** 6 million Humans, Ugnaughts, and other; **Planet Function:** Tibanna mining, gambling resort; **Government:** Guild; **Tech Level:** Space; **Major Exports:** Tibanna gas, cloud cars; **Major Imports:** Foodstuffs, tech.

The Anoat System

The Anoat system has three habitable planets but nothing of value on any of them. Anoat is a toxic planet whose only settlement, Anoat City, is now a vacant, rusting pile of durasteel girders soaking in sludge. Deyer is a waterworld that once supported a raft city of political dissidents until Imperial stormtroopers rubbed it out following the Battle of Yavin. Gentes, birthworld of the Ugnaught species, is a quiet wasteland now that most Ugnaughts live elsewhere.

Anoat: **Type:** Terrestrial; **Temperature:** Hot; **Atmosphere:** Type II (breath mask suggested); **Gravity:** 85% standard; **Terrain:** Polluted sludge; **Length of Day:** 17 standard hours; **Length of Year:** 220 local days; **Starports:** 1 landing field; **Population:** None; **Planet Function:** Former colony world; **Government:** None; **Tech Level:** NA; **Major Exports:** None; **Major Imports:** None.

Deyer: **Type:** Terrestrial; **Temperature:** Temperate; **Atmosphere:** Type I (breathable for Humans); **Gravity:** Standard; **Terrain:** Oceans, lakes, raft cities; **Length of Day:** 20 standard hours; **Length of Year:** 300 local days; **Starports:** 1 limited; **Population:** 5,000 Humans; **Planet Function:** Colony world; **Government:** Democracy; **Tech Level:** Space; **Major Exports:** None; **Major Imports:** None.

Gentes: **Type:** Terrestrial; **Temperature:** Cool; **Atmosphere:** Type II (breath mask suggested); **Gravity:** 90% standard; **Terrain:** Wastelands; **Length of Day:** 22 standard hours; **Length of Year:** 200 local days; **Starports:** 1 standard; **Population:** 1 million Ugnaughts, 5,000 Humans; **Planet Function:** Alien homeworld; **Government:** Tribal councils; **Tech Level:** Space; **Major Exports:** Ugnaughts (as laborers); **Major Imports:** Foodstuffs.

Ison

An airless rubble field surrounding a white dwarf, the Ison system is enclosed by nebula wisps that make hyperspace navigation through the vicinity a risky venture. Rebel ships routinely approached their Hoth base from the direction of

Ison rather than Anoat to minimize any chance of detection. The Southern Rim NavHaz agency has reported that the drifting wisps of gas will effectively close the Ison Corridor at its Rimward end within a few centuries, making the Corridor, if possible, even more of a backwater.

Type: Asteroid belt; **Temperature:** N/A; **Atmosphere:** None; **Gravity:** None; **Terrain:** Barren; **Length of Day:** N/A; **Length of Year:** N/A; **Starports:** None; **Population:** None; **System Function:** Waypoint on Ison Corridor; **Government:** N/A; **Tech Level:** N/A; **Major Exports:** None; **Major Imports:** None.

The Lutrillian Cross and "The Loop"

These worlds include Mijos, Lutrillia, and Shuldene.

Mijos

Mijos is a swampy planet with a number of Lutrillian-operated spaceports. Poor structural planning has caused many of the settlements to sink into the muck.

Lutrillia

The homeworld of the walrus-faced Lutrillians is a dry, cold world with endless continents as flat as tabletops. Over millennia, the planet's shallow seas have dried up, leaving behind only a few life-giving oases. The Lutrillians evolved as nomads to frequent these watering holes and avoid the slow-moving predators that burrowed up from below. After the introduction of higher technology to their homeworld, the Lutrillians became nomads with motors. Today, Lutrillia has more than a hundred wheeled platform-cities rolling across the planet's equator, half heading east and half heading west. Tens of thousands of smaller vehicles continually zoom between the moving cities, carrying passengers and freight. Mechanical parts are a vital import on Lutrillia, for stalled vehicles will fall prey to nippers, chompers, and other subterranean carnivores.

Type: Terrestrial; **Temperature:** Hot; **Atmosphere:** Type I (breathable for Humans); **Gravity:** Standard; **Terrain:** Barren plains, oases; **Length of Day:** 21 standard hours; **Length of Year:** 380 local days; **Starports:** 7 standard (mobile), 25 limited (mobile); **Population:** 800 million Lutrillians; **Planet Function:** Alien homeworld; **Government:** City councils; **Tech Level:** Space; **Major Exports:** Ochroid dust; **Major Imports:** Drive equipment.

Shuldene

The Shuldene system once boasted a water-covered world with abundant aquatic life, until an orbital shift froze the planet solid. Shuldene is now as smooth as glass, except where the carcasses of sea creatures poke up through the ice.

"Nothoiin Corridor and Route"

These worlds include Council, Nothoiin, Bavva, and Polmanar.

Council

The governmental world called Council got its name from the Nothoiin Colony representatives who met on its surface

0010

to make decisions affecting their people. Council has no jurisdiction over non-Nothoiin affairs.

Nothoiin

Nothoiin is on fire. This sparsely developed world of rolling grass plains has recorded record annual droughts for more than fifty consecutive years. All the water the Nothoiin government could afford to import went to private citizens and designated irrigation projects, leaving the countryside a tinderbox. The first plains fire occurred prior to the Clone Wars; every year since then, at least three major fires have burned out of control somewhere on the planet. Nothoiin efforts to end the blazes have failed. The major starports are surrounded by kilometers-wide burn rings to prevent any wildfires from advancing on the cities, and a pall of ash and smoke darkens the Nothoiin sky even at midday. Nothoiin ur-diamonds, mined on the planet's crystalline moon, are the system's main export.

Type: Terrestrial; **Temperature:** Temperate; **Atmosphere:** Type 1 (breathable for Humans); **Gravity:** Standard; **Terrain:** Burnt-out grasslands; **Length of Day:** 30 standard hours; **Length of Year:** 511 local days; **Starports:** 1 stellar, 3 standard; **Population:** 1 billion Nothoiins; **Planet Function:** Alien homeworld; **Government:** Democracy; **Tech Level:** Space; **Major Exports:** Ur-diamonds; **Major Imports:** Water.

Bavva

A mossy Nothoiin colony world, Bavva has seen a recent influx of Nothoiins fleeing the wildfires on their homeworld. It exports a foul-tasting ale distilled from moss.

Polmanar

A textile-manufacturing planet with a substantial Nothoiin population, Polmanar attracted the attention of the Empire due to reedug, a popular sector narcotic grown in Polmanar's hills. The reedug farmers, resenting the new Imperial tariffs, enlisted local guerrillas to strike at the Empire's small occupation force. Their efforts attracted the attention of the Rebel Alliance, who armed the Polmanar resistance despite an Imperial blockade. Shortly after the Battle of Yavin, the Empire decided Polmanar wasn't worth the effort and withdrew, a decision pointed to by the Rebel Alliance as evidence of the Empire's weakness.

Type: Terrestrial; **Temperature:** Warm; **Atmosphere:** Type 1 (breathable for Humans); **Gravity:** Standard; **Terrain:** Marshes, mountains; **Length of Day:** 22 standard hours; **Length of Year:** 333 local days; **Starports:** 2 standard, 1 limited; **Population:** 200 million Humans, 150 million Nothoiins; **Planet Function:** Manufacturing center, farming world; **Government:** Democracy; **Tech Level:** Space; **Major Exports:** Textiles, reedug narcotic; **Major Imports:** Fertilizer.

The Mining Worlds

These worlds include Burnin Konn, Allyuen, Tokmia, and Isis.

Burnin Konn

Dolovite and kammris are two of the minerals found on this ore-rich planet, which was stripped of all native flora long ago.

Allyuen

A subzero world supporting a barely profitable chromite mine.

Tokmia

A snow-covered planet supporting a primitive white-furred alien species called Oku, Tokmia was once a huge money-maker for Figg Excavations. When its crystal mines played themselves out, FiggEx picked up stakes, leaving behind a bizarre cargo cult among the Oku. Remembering the hand-outs they received from Figg employees, they burn fires in patterns resembling landing lights and prophesize that one day the magical ships will return.

Type: Terrestrial; **Temperature:** Frigid; **Atmosphere:** Type 1 (breathable for Humans); **Gravity:** 90% standard; **Terrain:** Snow fields; **Length of Day:** 18 standard hours; **Length of Year:** 220 local days; **Starports:** 1 limited; **Population:** 400,000 Oku; **Planet Function:** Alien homeworld, former mining colony; **Government:** Tribal councils; **Tech Level:** Primitive; **Major Exports:** None (formerly crystals); **Major Imports:** None.

Isis

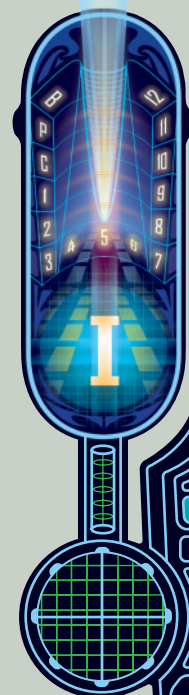
Buried in the tangles of the Ivax Nebula, the crystalline world of Isis didn't appear on any map until the New Republic era. Conventional wisdom held that hyperspace travel to Isis's star was impossible, and the planet's rocklike lifeforms, the Gutretees, lived in perfect isolation until Alderaanians scouts stumbled across an obscure "backdoor" hyperroute leading out from Lone. Befriending the Gutretees, Alderaanians opponents of Emperor Palpatine colonized the city of Neskroff on Isis under the direction of Bail Organa. Soon Isis boasted starfighter construction facilities, and its location became a closely guarded Alliance secret. Just after the Battle of Yavin, Rebel agents prevented a team of Imperial scouts from revealing the Isis coordinates to their superiors.

Type: Terrestrial; **Temperature:** Temperate; **Atmosphere:** Type 1 (breathable for Humans); **Gravity:** Standard; **Terrain:** Crystal valleys; **Length of Day:** 24 standard hours; **Length of Year:** 400 local days; **Starports:** 1 standard; **Population:** 2 million Gutretees, 100,000 Humans; **Planet Function:** Alien homeworld,



IS THAT IT?

Just because a world isn't mentioned in this article doesn't mean it's not out there. As a GM, it's your job to help build the universe your players' characters inhabit. Need a Hutt-controlled moon in a remote system so you can hide those spice shipments? Need some more detail about the planets that are listed here? Go for it—there's plenty of room in the Greater Javin!



Rebel Alliance safeworld; **Government:** Local councils;
Tech Level: Space; **Major Exports:** Starfighters;
Major Imports: Foodstuffs.

Lifeforms of the Greater Javin

Note: for more information about the Mugaari, refer to the *Star Wars Roleplaying Game* accessory *Coruscant and the Core Worlds*.

Sentient Species

The sentient species of the Greater Javin include the Gutretees, the Morodins, and the Nothoiins.

Gutretees

Hulking, crystalline bipeds, the friendly Gutretees inhabit the Alliance safeworld Isis. Immune to blaster fire, they are honorable beings with a tradition of challenging newcomers to a duel to determine if they are “worthy of life.” This challenge is often misconstrued as a death match, but rather the victor earns the right to hear the history of the losing tribe. In the decades since Bail Organa arranged colonization of the world, most Gutretees have learned Basic, but they speak it with a thick, halting accent.

Gutretee Commoner: Init -1; Defense 14 (-1 Dex); Spd 10 m; VP/WP -/11; Atk +0 melee (1d8+2, spear) or +0 ranged; SQ +5 natural defense, +2 species bonus on Fortitude saves; SV Fort +2, Ref -1, Will +0; SZ M; FP 0; Rep 0; Str 12; Dex 9, Con 10, Int 9, Wis 7, Cha 7.

Equipment: Crystal spear (bastaska).

Skills: Craft (varies) +2, Profession (varies) +2, Knowledge (varies) +2, Read/Write Gutretee, Speak Basic, Speak Gutretee.

Species Features: +2 Str, -1 Dex, +1 Int, -1 Cha.

Automatic Languages: Basic and Gutretee.

Morodins

Often mistaken for lumbering, wild beasts, the Morodins are actually giant herbivorous sentients with extensive knowledge of biochemical agriculture. They colonized Varonat before even the time of the Republic in hopes of feeding their homeworld's population. Averaging 15 meters in length, they possess six short legs and a spoon-shaped snout filled with flat grinding teeth. They maintain no “signs” of civilization (such as structures, technology, and so on.), but are quite intelligent.

Morodin Commoner: Init -1; Defense 13 (-3 Dex, +5 Natural, +1 Size); Spd 6 m; VP/WP -/20; Atk +3 melee (1d6+4, bite); SV Fort +5, Ref -1, Will -1; SZ L; FP 0; Rep 0; Str 17; Dex 8, Con 12, Int 12, Wis 12, Cha 8.

Equipment: None.

Skills: Profession (varies) +2, Knowledge (varies) +2, Speak Morodin.

Species Features: +4 Str, -3 Dex, +2 Con, +1 Int, -3 Cha.

Automatic Languages: Morodin.

Nothoiins

Near-Humans with flaky, gold-colored skin, Nothoiins are a species commonly encountered in the Javin and Corporate

Sectors. With a number of colonies and communities through the Greater Javin, many engage in criminal endeavors or gain employment as pilots and navigators. One of their sub-species, the Cogennan Nothoiins, are especially regarded for their piloting savvy (nearly all Nothoiins are born with the innate abilities; the Cogennan culture simply fosters it to a greater extent).

Though capable of audible speech (such as Basic), most “Goldskins,” as they are commonly called, use Notho, a hunter's hand language developed on the plains of Nothoiin.

Nothoiin Commoner: Init +0; Defense 10; Spd 10m; VP/WP -/8; Atk -1 melee (1d3-1, punch), -1 melee (by weapon) or +1 ranged (by weapon); SQ Species class skills SV Fort -1, Ref +1, Will +0; SZ M; FP 0; Rep 0; Str 8; Dex 12, Con 8, Int 12, Wis 10, Cha 10.

Equipment: Variety of personal belongings.

Skills: Astrogate +2 or Pilot +3, Profession (varies) +2, Knowledge (varies) +2, Read Notho, Read/Write Basic, Sign Notho, Speak Basic.

Species Features: -2 Str, +2 Dex, -2 Con, +2 Int.

Automatic Languages: Notho (signed) and Basic.

Nonsentient Species

The nonsentient species of the Greater Javin include the ro hypa and the toccat.

Ro Hypa

The ro hypa is best described as a snake with tentacles. It writhes across the deserts of Mataou (and the arid regions of other Greater Javin planets) on its four boneless limbs, inducing panic in those who glimpse its red and black scales. Ro hypa venom breaks down the molecular cohesion of blood, converting it to gas in an indescribably painful transmutation.

Ro hypa: Predator 6; Init +8 (+4 Dex, +4 Improved Initiative); Defense 15 (+1 size, +4 Dex); Spd 15 m; VP/WP 30/12; Atk +6 melee (1d6-1, bite) or +6 ranged; SQ Poison; SV Fort +2, Ref +5, Will +0; SZ S; Face/Reach 50 cm by 1 m/1 m; Str 6, Dex 18, Con 12, Int 2, Wis 12, Cha 10; Challenge Code E.

Skills: Hide +8, Intimidate +6, Move Silently +8.

Feats: Dodge, Improved Initiative, Track.

Special Qualities: Poison—Anyone bitten by a ro hypa must make a DC 18 Fortitude check or take 1d6 points of Con damage. Five rounds later, the character must make a second save (DC 20) or take 2d6 additional points of Con damage. Characters cannot restore lost ability points unless treated with bacta or by the skills Treat Injury, Heal Another, or Heal Self. If the afflicted character does not restore any ability points within 1d4 hours, he will die.

Toccat

Found in the sweaty jungles of Darlyn Boda, the toccat is an ugly beast with four hooves, a long pink snout, and a barrel-shaped body covered with black bristly hair. Reading toccat entrails to predict the future is big business among Darlyn Boda haruspexes.

Toccat: Predator 4; Init +2 (Dex); Defense 16 (+4 natural, +2 Dex); Spd 15 m; VP/WP 20/15; Atk +4 melee (1d8+3, bite) or +4 melee (1d6+3, gore) or +4 ranged; SV Fort +4, Ref +2, Will +0; SZ M; Face/Reach 2 m by 3 m/2 m; Str 16, Dex 14, Con 15, Int 2, Wis 8, Cha 6; Challenge Code C.

Skills: Hide +6, Listen +6, Spot +6.

Feats: Power Attack, Track.

Adventures in the Greater Javin

If you're looking for ideas for scenarios set in the Rebellion or New Republic eras, check out the following sources.

Rebellion Era Sources

Han Solo's Revenge (1980). Villainous "goldskins" mentioned in this Brian Daley novel became the basis for the Nothoiin species inhabiting the Ivax Nebula.

Classic Star Wars: Escape to Hoth, trade paperback collection (1996). Occurring after the Battle of Yavin, Archie Goodwin's tales of the Rebels' exploration of Hoth introduced such characters as Frija and pitted Han Solo against a fire-breathing dragon-slug.

The Isis Coordinates (1990). This old-school roleplaying supplement allowed gamers to defend the secret of a Rebel safehouse.

Decipher's Customizable Card Game: Cloud City expansion set (1997). Though not technically an adventure, this card set was the first to introduce the Lutrillians into official *Star Wars* lore.

Star Wars 3-D issue 2 (1988). Almost impossible to find today, this long out-of-print comic from Blackthorne told how the story of how the Rebels obtained the Echo Base real estate from a Mon Calamari pirate named Salmakk.

The Empire Strikes Back National Public Radio Dramatizations (1983). It's a short reference, but listen

for Darth Vader's order to send probe droids to "Allyuen, Tokmia, and Hoth" in his hunt for the hidden Rebel base.

"Of Possible Futures: The Tale of Zuckuss and 4-LOM," *Tales of the Bounty Hunters* (1996). The two mercenaries deliver a shipload of Echo Base refugees to steamy Darlyn Boda in order to get in the Alliance's good graces.

TIE Fighter computer game (1994). You fly for the Emperor in this classic flight simulator set after the Battle of Hoth, and your missions include punishing the Mugaari aliens inhabiting the Javin sector.

New Republic Era Adventures

"First Contact," *Tales from the Empire* (1997). This story, originally appearing in the *Star Wars Adventure Journal*, takes place on Varonat among the sluglike Morodin. It also features Talon Karrde's introduction to former Emperor's Hand Mara Jade.

Jedi Search (1994) The Empire's suppression of the Deyar colony in the Anoat system forms part of the backstory for future Jedi Kyp Durrón in this first volume of the Jedi Academy trilogy.

Dark Forces computer game (1995). As blaster-toting commando Kyle Katarn, you must abduct Moff Rebus from his stronghold on Anoat—if the hungry dianogas don't get you first.

Darksaber (1995). Set some 12 years after *A New Hope*, this novel details the machinations of Durga the Hutt, who aims to build a new Death Star battle station amid the Hoth asteroid field. Luke Skywalker and his love Callista also venture to the frozen wastes of Hoth.

Trouble on Cloud City (1998). The thirteenth book in the Young Jedi Knights series, this novel chronicles the Solo children and their adventures on Cloud City during what was *supposed* to be a restful vacation.

